

FOR USE WITH

2303-I

ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

THE ILLUSIONIST'S SPELL BOOKS

Includes cross-referenced spell descriptions!



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:
ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.

INTELLIGENCE TABLE II.: ABILITY FOR MAGIC-USERS AND ILLUSIONISTS

Ability Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level
9	35%	4	6
10-12	45%	5	7
13-14	55%	6	9
15-16	65%	7	11
17	75%	8	14
18	85%	9	18
19 or more	95%	10	All

Notes Regarding Intelligence Table II:

Each and every magic-user character must employ the Table in order to determine which and how many of each group of spells (by level) he or she can learn. At first, only the 1st level group of spells are checked. Successive level groups are checked only when the character reaches a level at which the appropriate group of spells is usable by him or her.

INTELLIGENCE: The following table applies to intelligence scores over 18:

Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Spell Immunities
19	95%	10	first level illusion/phantasm spells
20	96%	11	second level illusion/phantasm spells
21	97%	12	third level illusion/phantasm spells
22	98%	13	fourth level illusion/phantasm spells
23	99%	14	fifth level illusion/phantasm spells
24	100%	15	sixth level illusion/phantasm spells
25	100%	16	seventh level illusion/phantasm spells

Beings of very high intelligence will not be fooled by *illusion/phantasm* spells; they will note some inconsistency or inexactness which will prevent their belief in the illusion. A being with a 19 intelligence will never believe a 1st level *illusion/phantasm* spell, even if cast by a high-level spell-caster, and will thus avoid all effects. Beings with greater intelligence can also ignore higher level illusions, as indicated. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

SPELLS USABLE BY CLASS AND LEVEL — ILLUSIONISTS (MAGIC-USERS)

Illusionists Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	1	-	-	-	-
7	4	3	2	-	-	-	-
8	4	3	2	1	-	-	-
9	5	3	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	4	3	3	2	-	-
12	5	5	4	3	2	1	-
13	5	5	4	3	2	2	-
14	5	5	4	3	2	2	1
15	5	5	4	4	2	2	2
16	5	5	5	4	3	2	2
17	5	5	5	5	3	2	2
18	5	5	5	5	3	3	2
19	5	5	5	5	4	3	2
20	5	5	5	5	4	3	3
21	5	5	5	5	5	4	3
22	5	5	5	5	5	5	4
23	5	5	5	5	5	5	5
24	6	6	6	6	5	5	5
25	6	6	6	6	6	6	6
26	7	7	7	7	6	6	6

ILLUSIONISTS

Number	Minor Illusion Cantrips (p 124)	1st Level (p 125)	2nd Level (p 127)	3rd Level (p 129)
1	Colored Lights	Audible Glamer	Alter Self	Continual Darkness
2	Dim	Change Self	Blindness	Continual Light
3	Haze	Chromatic Orb	Blur	Delude
4	Mask	Color Spray	Deafness	Dispel Illusion
5	Mirage	Dancing Lights	Detect Magic	Fear
6	Noise	Darkness	Fascinate	Hallucinatory Terrain
7	Rainbow	Detect Illusion	Fog Cloud	Illusionary Script
8	Two-D'lusion	Detect Invisibility	Hypnotic Pattern	Invisibility 10' Radius
9		Gaze Reflection	Improved Phantasmal Force	Non-detection
10		Hypnotism	Invisibility	Paralyzation
11		Light	Magic Mouth	Phantom Steed
12		Phantasmal Force	Mirror Image	Phantom Wind
13		Phantom Armor	Misdirection	Rope Trick
14		Read Illusionist Magic	Ultravision	Spectral Force
15		Spook	Ventriloquism	Suggestion
16		Wall of Fog	Whispering Wind	Wraithform
Number	4th Level (p 131)	5th Level (p 133)	6th Level (p 134)	7th Level (p 136)
1	Confusion	Advanced Illusion	Conjure Animals	Alter Reality
2	Dispel Exhaustion	Chaos	Death Fog	Astral Spell
3	Dispel Magic	Demi-Shadow Monsters	Demi-Shadow Magic	Prismatic Spray
4	Emotion	Dream	Mass Suggestion	Prismatic Wall
5	Improved Invisibility	Magic Mirror	Mirage Arcane	Shadow Walk
6	Massmorph	Major Creation	Mislead	Vision
7	Minor Creation	Maze	Permanent Illusion	Weird
8	Phantasmal Killer	Projected Image	Phantasmagoria	First Level Magic-User Spells
9	Rainbow Pattern	Shadow Door	Programmed Illusion	
10	Shadow Monsters	Shadow Magic	Shades	
11	Solid Fog	Summon Shadow	True Sight	
12	Vacancy	Tempus Fugit	Veil	



ILLUSIONIST SPELLS

Notes Regarding Illusionist (Magic-User) Spells:

There are fewer illusionist spells than there are magic-user spells, and there is some duplication; at seventh level the list includes all first level magic-user spells, several of which are taken as if they were but one spell of seventh level. The illusions of this class grow progressively more powerful as levels increase; the phantasms take on some actual substance, and even other sorts of spells used by illusionists are potent (cf. *phantasmal killer*, *shades*, *prismatic spray*).

There are some illusionist spells which have no verbal (V) component. Also, these spells typically need fewer material components than do those of other classes. A notable exception is the *vision* spell which needs great material outlay.

CANTRIPS

For general information on cantrips and how they are cast by illusionists, see the text under the heading of magic-user cantrips beginning on page 6. Everything given therein applies to illusionists and aspiring illusionists as well, including the ability to use those minor spells defined as magic-user cantrips. Below and on the following page are described the special *minor illusion* cantrips available only to those of the illusionist sub-class.

Colored Lights (Alteration)

Area of Effect: *Special*Casting Time: $\frac{1}{2}$ segment

When this cantrip is used, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of brilliance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates on the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any one of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. Verbal and somatic components are these: The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

Dim (Alteration)

Area of Effect: *Special*Casting Time: $\frac{1}{2}$ segment

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, then about 6 torches, a medium-sized fire (such as in a fireplace or campfire), 72 candles, or even a *light* or *continual light* spell can be affected. The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles; candles will but glow dimly; a fire will become torchlike in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *bee-row-nout* or *rhee-oh-stat*) and make a downward motion with one hand to effectuate the cantrip.

Haze (Alteration)

Area of Effect: *1" cube*Casting Time: $\frac{1}{2}$ segment

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5%

harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the haze. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

Mask (Illusion)

Area of Effect: *One person*Casting Time: $\frac{1}{6}$ segment

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of an illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage (Illusion)

Area of Effect: *2 sq. "*Casting Time: $\frac{1}{2}$ segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusory scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld. A saving throw versus spell is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a *mirage* will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.

Noise (Illusion)

Area of Effect: *1" radius*Casting Time: $\frac{1}{6}$ segment

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each gets a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow (Alteration)

Area of Effect: *Special*Casting Time: $\frac{1}{3}$ segment

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save versus spell will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*gar-land*, *pegee-lee*, etc.), which is spoken while the fingers of both hands form a pyramid.

Two-D'lusion (Illusion)

Area of Effect: 4 sq. "

Casting Time: 1/6 segment

This cantrip is virtually the same as a *phantasmal force* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer sees it from an angle of more than 45° from its horizontal or vertical viewing axis, the nature of the illusion will be immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). It is invisible from the side or the rear, and lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

First Level Spells:**Audible Glamer** (Illusion/Phantasm)

Level: 1

Range: 6" + 1"/level

Duration: 3 rounds/level

Area of Effect: Hearing range

Components: V,S

Casting Time: 5 segments

Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell, *audible glamer* (q.v.).

Explanation/Description: When the *audible glamer* spell is cast, the magic-user causes a volume of sound to arise, at whatever distance he or she desires (within range), and seeming to recede, close, or remain in a fixed place as desired. The volume of sound caused, however, is directly related to the level of the spell caster. The relative noise is based upon the lowest level at which the spell can be cast, 3rd level. The noise of the *audible glamer* at this level is that of 4 men, maximum. Each additional experience level adds a like volume, so at 4th level the magic-user can have the spell cause sound equal to that of 8 men, maximum. Thus, talking, singing, or shouting, and/or walking, marching or running sounds can be caused. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the magic-user casting the spell. A horde of rats running and squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men. If a character states that he or she does not believe the sound, a saving throw is made, and if it succeeds, the character then hears nothing, or possibly just a faint sound. Note that this spell is particularly effective when cast in conjunction with *phantasmal force* (see below). The material component of the spell is a bit of wool or a small lump of wax.

Change Self (Illusion/Phantasm)

Level: 1

Range: 0

Duration: 2-12 rounds + 2 rounds/level

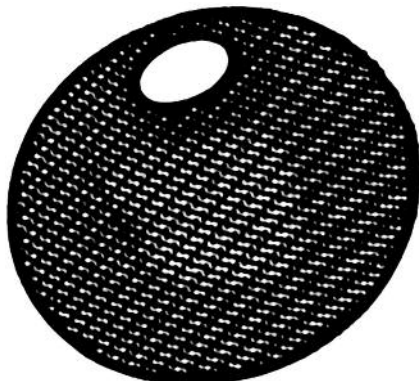
Area of Effect: The illusionist

Components: V,S

Casting Time: 1 segment

Saving Throw: None

Explanation/Description: This spell enables the illusionist to alter the appearance of his or her form — including clothing and equipment — to appear 1' shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The duration of the spell is 2 to 12 (2d6) rounds base plus 2 additional rounds per level of experience of the spell caster.

**Chromatic Orb** (Alteration - Evocation)

Level: 1

Range: 0

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 segment

Saving Throw: Special

Explanation/Description: The *chromatic orb* spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 3" (the longest distance the chromatic orb can be hurled). It is magical, and even creatures normally struck only by +5, +4, etc. magic weapons will be affected by the *chromatic orb* if it strikes. Magic resistance withstands this spell, of course. At 1" or closer, there is a +3 chance "to hit," at over 1" to 2" there is a +2 chance to strike the target, and from over 2" to the maximum 3" range the chance "to hit" is only +1. If a *chromatic orb* misses a target, it dissipates without further effect. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means of this spell, although the hues below their level are always available should the choice be made to select a color not commensurate with level of experience. Colors and effects are shown on the table below.

Minimum Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Powers
1st	Pearly	1-4	light ¹
2nd	Ruby	1-6	heat ²
3rd	Flame	1-8	fire ³
4th	Amber	1-10	blindness ⁴
5th	Emerald	1-12	stinking cloud ⁵
6th	Turquoise	2-16	magnetism ⁶
7th	Sapphire	2-8	paralysis ⁷
10th	Amethyst	(slow)	petrification ⁸
12th	Ashen	(paralysis)	death ⁹

Notes on special powers:

- 1: Light equal to a *light* spell will be generated and persist for 1 round/level of the caster, and any subject failing to save versus spell will be blinded for the duration.
- 2: Heat from the ruby orb will melt up to 1 cubic yard of ice, and creatures not saving versus spell will suffer a loss of 1 point of strength and 1 point of dexterity (or -1 "to hit" and AC) for 1 round following being struck by the orb.
- 3: Fire from the orb will set aflame all combustibles within a 1' radius of the target, and unless the target saves versus spell an additional 2 points of fire damage will be suffered (except when protected from fire by magical or natural means).
- 4: The target subject will suffer blindness for 5-8 rounds unless a successful saving throw versus spell is made (*cure blindness* or *dispel magic* negates this effect).
- 5: A magical *stinking cloud* of 5' radius (around the target) is created when a successful hit is made, and the subject must save versus poison or else be helpless, and in any event will be helpless until leaving the area of the vapors (cf. *stinking cloud* spell).
- 6: The turquoise orb inflicts electrical damage, and if the target is wearing ferrous metal it will be magnetized for 3-12 rounds unless a saving throw versus spell is successful. Magnetized metal will stick fast to other magnetized metal items, and non-magnetized ferrous metal items will cling until pulled free.
- 7: Unless a saving throw versus paralysis is made, the subject creature will be paralyzed for 5-20 rounds.
- 8: The subject creature will be turned to stone unless a saving throw versus petrification is made, and even if the save is made, the subject will be slowed for 2-8 rounds (cf. *slow* spell).
- 9: The subject creature will die unless a successful saving throw versus death magic is made, and even if a save is made, the subject will be paralyzed for 2-5 rounds.

The material component of the spell is a gem of the appropriate hue, or else a clear crystal one (such as a diamond). The gem can be as small (in value) as 50 gold pieces as long as its color is appropriate.

ILLUSIONIST SPELLS, 1ST LEVEL

Color Spray (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment
Area of Effect: 1/2" X 2" X 2"
wedge

Components: V,S,M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: Upon casting this spell, the illusionist causes a vivid fan-shaped spray of clashing colors to spring forth from his or her hand. From 1 to 6 creatures within the area of effect can be affected. The spell caster is able to affect 1 level or hit die of creatures for each of his or her levels of experience. Affected creatures are struck unconscious for 2 to 8 rounds if their level is less than or equal to that of the spell caster; they are blinded for 1 to 4 rounds if their level or number of hit dice is 1 or 2 greater than the illusionist; and they are stunned (cf. *power word, stun*, seventh level magic-user spell) for 2 to 8 segments if their level or number of hit dice is 3 or more greater than the spell caster. All creatures above the level of the spell caster and all creatures of 6th level or 6 hit dice are entitled to a saving throw versus the *color spray* spell. The material components of this spell are a pinch each of powder or sand colored red, yellow and blue.

Dancing Lights (Alteration)

Level: 1
Range: 4" + 1"/level
Duration: 2 rounds/level
Area of Effect: Special

Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is the same as the first level magic-user spell, *dancing lights* (q.v.).

Explanation/Description: When a *dancing lights* spell is cast, the magic-user creates, at his or her option, from 1 to 4 lights which resemble either A) torches and/or lanterns (and cast that amount of light), B) glowing spheres of light (such as evidenced by will-o-wisps), or C) one faintly glowing, vaguely man-like shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The *dancing lights* move as the spell caster desires, forward or back, straight or turning corners, without concentration upon such movement by the magic-user. The spell will wink out if the range or duration is exceeded. Range is a base of 4" plus 1" for each level of the magic-user who cast the spell. Duration is 2 melee rounds per level of the spell caster. The material component of this spell is either a bit of phosphorus or wychwood or a glowworm.

Darkness (Alteration)

Level: 1
Range: 1"/level
Duration: 2-8 rounds + 1
round/level
Area of Effect: 15' radius globe

Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell of *darkness* (q.v.).

Explanation/Description: This spell causes total, impenetrable darkness in the area of its effect. Infravision or ultravision are useless. Neither normal nor magical light will work unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell and vice versa. The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Detect Illusion (Divination)

Level: 1
Range: Touch
Duration: 3 rounds + 2 rounds/
level
Area of Effect: Line of sight 1" wide,
1"/level long

Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell the illusionist is able to see an illusion and know it for exactly that. Note that it can be used to enable others to see illusions as unreal if the spell caster touches the creature with both hands and the creature looks at the illusion while so touched. The material component is a piece of yellow tinted crystal, glass, or mica.

Detect Invisibility (Divination)

Level: 1
Range: 1"/level
Duration: 5 rounds/level
Area of Effect: 1" path

Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell, *detect invisibility* (q.v.).

Explanation/Description: When the magic-user casts a *detect invisibility* spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures. Detection is in the magic-user's line of sight along a 1" wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

Gaze Reflection (Alteration)

Level: 1
Range: 0
Duration: 1 round
Area of Effect: Special

Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The *gaze reflection* spell creates a mirror-like area of air before the illusionist. Any gaze attack, such as that of a basilisk or a medusa, will be reflected back upon the gazer if it looks upon the spell caster.

Hypnotism (Enchantment/Charm)

Level: 1
Range: 3"
Duration: 1 round + 1 round/level
Area of Effect: One to six creatures

Components: V,S
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: The gestures of the illusionist, along with his or her droning incantation, cause from 1 to 6 creatures to become susceptible to suggestion (see the third level magic-user suggestion spell). The suggestion must be given after the *hypnotism* spell is cast, and until that time the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging. Creatures which make their saving throw are not under hypnotic influence.

Light (Alteration)

Level: 1
Range: 6"
Duration: 1 turn/level
Area of Effect: 2" radius globe

Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is the same as the first level magic-user *light* spell (q.v.) (cf. first level cleric *light* spell.).

Explanation/Description: With the exceptions noted above, this spell is the same as the first level cleric *light* spell (q.v.).

Explanation/Description: This spell causes excitation of molecules so as to make them brightly luminous. The *light* thus caused is equal to torch light in brightness, but its sphere is limited to 4" in diameter. It lasts for the duration indicated (7 turns at 1st experience level, 8 at 2nd, 9 at 3rd, etc.) or until the caster utters a word to extinguish the light. The *light* spell is reversible, causing *darkness* in the same area and under the same conditions, except the blackness persists for only one-half the duration that light would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; *light* can spring from air, rock, metal, wood, or almost any similar substance.

Phantom Armor (Alteration/Illusion)

Level: 1
 Range: Touch
 Duration: *Special*
 Area of Effect: *One person*

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (saves versus spell), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a *wand of negation* affects it. Until gone, or disbelieved, the armor protects the wearer as if he or she were in plate mail (AC 3, and armor type 3 as well). For each level of the spell caster, the *phantom armor* will absorb 1 point of damage delivered by a blow which would otherwise hit armor class 3. When the *phantom armor* has absorbed as many points of damage as the spell caster has levels of experience, it is dispelled and vanishes. Any remaining and all additional damage accrues to the person. Additionally, *phantom armor* allows a bonus of +1 on saving throws versus all attack forms which would be similarly modified by magic armor. The *dweomer* in no way affects the movement or spell-casting abilities of the wearer. It is not subject to rust monster attack (and such may enhance disbelief). The spell will not function with any other form of magical protection. The material component is a small plate of mithral (10 gp value) which disappears when the spell is cast.

Phantasmal Force (Illusion/Phantasm)

Level: 1
 Range: 6" + 1"/level
 Duration: *Special*
 Area of Effect: 4 square" + 1" square/level

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: *Special*

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *phantasmal force* (q.v.).

Read Illusionist Magic (Divination) Reversible

Level: 1
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: This spell is the same as the 1st level magic-user spell *read magic*, except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists.

Spook (Illusion/Phantasm)

Level: 1
 Range: 0
 Duration: *Special*
 Area of Effect: *One creature within 1" of the illusionist*

Components: V, S
 Casting Time: 1 segment
 Saving Throw: *Neg.*

Explanation/Description: A *spook* spell enables the illusionist to play upon natural fears to cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw versus spell is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible (effects as a *wand of fear*, though items carried are not dropped). Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the *spook* spell the creature is entitled to another saving throw, and each such saving throw is at a cumulative +1 per round, until the subject successfully saves versus spell and the spell is broken. In any event, the spell will function only against creatures with intelligence of not less than 1.

Wall Of Fog (Alteration)

Level: 1
 Range: 3"
 Duration: 2-8 rounds + 1 round/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By casting this spell, the illusionist creates a wall of misty vapors in whatever area within the spell range he or she chooses. The wall of fog obscures all sight, normal and/or infravision, but not hearing. The area of effect is a cube of 2" per side per level of experience of the spell caster. The misty vapors persist for 3 or more rounds unless dispelled by a strong breeze (cf. *gust of wind*). The material component is a pinch of split dried peas.

Second Level Spells:**Alter Self** (Alteration/Illusion)

Level: 2
 Range: 0
 Duration: 3-12 rounds + 2/level
 Area of effect: *The illusionist*

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When this spell is cast the illusionist is able to alter himself or herself in a manner similar to a *change self* spell. However, *alter self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly, but only at one-quarter the rate of speed of a true creature of that type, and with a loss of two Maneuverability Classes (to a minimum of "E"). If the form has gills, he can breathe underwater as long as the spell lasts. Using *alter self* to change into a larger creature does not permit additional attacks or damage unless the illusionist is accustomed to this form.

Blindness (Illusion/Phantasm)

Level: 2
 Range: 3"
 Duration: *Special*
 Area of Effect: *One creature*

Components: V
 Casting Time: 2 segments
 Saving Throw: *Neg.*

Explanation/Description: The *blindness* spell causes the recipient creature to become blind and able to see only a grayness before its eyes. Various cure spells will not remove this effect, and only a *dispel magic* or the spell caster can do away with the blindness if the creature fails its initial saving throw versus the spell.

Blur (Illusion/Phantasm)

Level: 2
 Range: 0
 Duration: 3 rounds + 1 round/level
 Area of Effect: *The illusionist*

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When a *blur* spell is cast, the illusionist causes the outline of his or her form to become blurred, shifting and wavy. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also allows a +1 on the saving throw die roll for any direct magical attack.

Deafness (Illusion/Phantasm)

Level: 2
 Range: 6"
 Duration: *Special*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *Neg.*

Explanation/Description: The *deafness* spell causes the recipient creature to become totally deaf and unable to hear any sounds (cf. *blindness*). This *deafness* can be done away with only by means of a *dispel magic* or by the spell caster. The victim is allowed a saving throw. The material component of the spell is beeswax.

Detect Magic (Divination)

Level: 2
Range: 0
Duration: 2 rounds/level
Area of Effect: 1" path, 6" long

Components: V,S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell is similar to the first level cleric and the first level magic-user spell, *detect magic* (q.v.).

Explanation/Description: The only differences between this spell and the first level cleric *detect magic* spell are noted above (duration, area of effect, and no material component).

Explanation/Description: When the *detect magic* spell is cast, the cleric detects magical radiations in a path 1" wide, and up to 3" long, in the direction he or she is facing. The caster can turn 60° per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol.

Fascinate (Illusion/Phantasm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: *One creature*

Components: V, S
Casting Time: 2 segments
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its love, friendship, and/or obedience. The spell creates an illusion around the spell caster so that he or she becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw versus spell is successful, the subject will follow the illusionist wherever he or she goes, if possible without undue risk to life and safety. If the illusionist is able to converse with the *fascinated* creature, the subject will obey requests from the spell caster as long as a roll of 3d6 per request does not exceed the comeliness of the illusionist. (Requests which are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6 to the dice roll.) The spell is shattered whenever comeliness is exceeded, and the subject will certainly be filled with rage and hate. Creatures of normal sort with animal intelligence will remain *fascinated* for only a short period of time (1-4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of comeliness of the illusionist that the subject will willingly choose to befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off. Non-intelligent creatures are not subject to a *fascinate* spell (cf. *charm person*).

Fog Cloud (Alteration)

Level: 2
Range: 1"
Duration: 4 rounds + 1 round/level
Area of Effect: 4" wide, 2" high, 2" deep cloud

Components: V,S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: The *fog cloud* is a billowing mass of misty vapors which is of similar appearance to a *cloudkill* (q.v.), the fog being greenish. The spell caster creates the *fog cloud* and it moves away from him or her at a 1" per round rate. Although it behaves in most respects just as if it were a *cloudkill*, the only effect of the fog is to obscure vision, just as a wall of fog does.

Hypnotic Pattern (Illusion/Phantasm)

Level: 2
Range: 0
Duration: *Special*
Area of Effect: 3" X 3" square area

Components: S,M
Casting Time: 2 segments
Saving Throw: *Neg.*

Explanation/Description: When this spell is cast the illusionist creates a weaving, turning pattern of subtle colors in the air. This *hypnotic pattern* will cause any creature looking at it to become fascinated and stand gazing at it as long as the spell caster continues to maintain the shifting interplay of glowing lines. Note that the spell can captivate a maximum of 24 levels, or hit dice, of creatures, i.e. 24 creatures with 1 hit die each, 12 with 2 hit dice, etc. All creatures affected must be within the area of effect,

and each is entitled to a saving throw. The illusionist need not utter a sound, but he or she must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Improved Phantasmal Force (Illusion/Phantasm)

Level: 2
Range: 6" + 1"/level
Duration: *Special*
Area of Effect: 4 square" + 1" square/level

Components: V,S,M
Casting Time: 2 segments
Saving Throw: *Special*

Explanation/Description: Except as noted above, and as detailed hereafter, this spell is the same as the third level magic-user *phantasmal force* spell (q.v.). The spell caster can maintain the illusion with minimal concentration, i.e. he or she can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, by concentration on the form of the phantasm, the *improved phantasmal force* will continue for 2 rounds after the illusionist ceases to concentrate upon the spell.

Invisibility (Illusion/Phantasm)

Level: 2
Range: Touch
Duration: *Special*
Area of Effect: *Creature touched*

Components: V,S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell, *invisibility* (q.v.).

Explanation/Description: This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former *invisibility*. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so. Note that all *highly intelligent* creatures with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice/levels have a chance to automatically detect invisible objects. The material components of the *invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Magic Mouth (Alteration)

Level: 2
Range: *Special*
Duration: *Special*
Area of Effect: *One object*

Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell is the same as the second level magic-user *magic mouth* spell (q.v.).

Explanation/Description: When this spell is cast, the magic-user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The *magic mouth* can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the *magic mouth* can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature that touches you — or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenarian female human carrying a sack of groat clusters sits cross-legged within 1'." Command range is 1/2" per level of the magic-user, so a 6th level magic-user can command the *magic mouth* to speak at a maximum encounter range of 3", i.e. "Speak when a winged creature comes within 3'." Until the speak command can be fulfilled, the *magic mouth* will remain in effect, thus spell duration is variable. A *magic mouth* cannot distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb. The material component of this spell is a small bit of honeycomb.

Mirror Image (Illusion/Phantasm)

Level: 2
 Range: 0
 Duration: 3 rounds/level
 Area of Effect: 6' radius of spell caster

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: Except as noted above, and except for the fact that there are 2-5 (d4 + 1) *mirror images* created, this spell is the same as the second level magic-user spell, *mirror image* (q.v.).

Explanation/Description: When a *mirror image* spell is invoked, the spell caster causes from 1 to 4 exact duplicates of himself or herself to come into being around his or her person. These images do exactly what the magic-user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual magic-user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual magic-user is struck during one round, he or she cannot be picked out from amongst his or her images the next. To determine the number of images which appear, roll percentile dice, and add 1 to the resulting score for each level of experience of the magic-user: 25 or less = 1 *mirror image*, 26-50 = 2, 51-75 = 3, 75 or more = 4. At the expiration of the spell duration all images wink out.

Misdirection (Illusion/Phantasm)

Level: 2
 Range: 3"
 Duration: 1 round/level
 Area of Effect: Special

Components: V, S
 Casting Time: 2 segments
 Saving Throw: Neg.

Explanation/Description: By means of this spell the illusionist *misdirects* the information from a detection-type spell, i.e. *detect charm*, *detect evil*, *detect invisibility*, *detect lie*, *detect magic*, and *detect snares & pits*. While the detection spell functions, the information it reveals will indicate the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*. The illusionist directs the spell effect upon the creature or item which is the object of the detection spell. If the caster of the detection-type spell fails his or her saving throw, the *misdirection* takes place.

Ultravision (Alteration)

Level: 2
 Range: Touch
 Duration: 6 turns + 1/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is essentially the same as the 4th-level magic-user spell of the same name. Note additionally that creatures with high intelligence might be able to *detect invisible* creatures by the use of ultravision, either natural or magically bestowed. The required material component for the illusionist version of this spell is a powdered essence of carrots.

Ventriloquism (Illusion/Phantasm)

Level: 2
 Range: 1"/level, Maximum 9"
 Duration: 4 rounds + 1 round/level
 Area of Effect: One object

Components: V, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the first level magic-user spell, *ventriloquism* (q.v.).

Explanation/Description: This spell enables the magic-user to make it sound as if his or her voice — or someone's voice or similar sound — is issuing from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spell caster is able to make his or her voice sound as if a different creature were speaking or making the noise; of course, in a language known by him or her, or a sound which the caster can normally make. With respect to such voices and sounds, there is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized. The material component of the spell is a small cone of parchment.

Whispering Wind (Alteration/Phantasm)

Level: 2
 Range: Special
 Duration: Special
 Area of Effect: 2' radius

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: By means of this spell the illusionist is able to either send a message or cause some desired sound effect. The *whispering wind* can be prepared so as to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 3rd-level illusionist could send the spell wafting 30' in a dungeon or as far as three miles outdoors. The *whispering wind* will be as gentle and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes — as it will do if the subject is beyond range, or more than two hours of time have elapsed, or it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the *whispering wind* seem to be a faint stirring of the air which has a susurrant sound. He or she can likewise cause the *whispering wind* to move as slowly as 1" per round or as quickly as 20" (or any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments, regardless of its speed otherwise. As with the *magic mouth* spell, no spells may be cast through the *whispering wind*.

Third Level Spells:**Continual Darkness** (Alteration)

Level: 3
 Range: 6"
 Duration: Permanent
 Area of Effect: 3' radius globe

Components: V, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, a globe of impenetrable darkness is created. The effects of this darkness, as well as the material component of the spell, are the same as the second level magic-user spell, *darkness*, 15' radius (cf. *continual light*).

Explanation/Description: This spell causes total, impenetrable darkness in the area of its effect. Infravision or ultravision are useless. Neither normal nor magical light will work unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell and vice versa. The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Continual Light (Alteration)

Level: 3
 Range: 6"
 Duration: Permanent
 Area of Effect: 6" radius globe

Components: V, S
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: This spell is the same as the second level cleric *continual light* spell (q.v.), except as noted above.

Explanation/Description: This spell is similar to a *light* spell, except that it lasts until negated (by a *continual darkness* or *dispel magic* spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the *continual light* affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light.



Delude (Alteration)

Level: 3
 Range: 0
 Duration: 1 turn/level
 Area of Effect: The illusionist

Components: V, S
 Casting Time: 3 segments
 Saving Throw: Neg.

Explanation/Description: By means of a *delude* spell, the illusionist is able to replace the aura of his or her own alignment with that of any other creature within a 3" radius, although the creature must be of higher than animal intelligence for the aura exchange to work. The target creature retains his or her original alignment. Any attempt to *know alignment* will discover only the aura (alignment) which the illusionist has opted to assume. A *detect good* or *detect evil* will detect this only of the substituted creature's aura. The creature whose aura has been copied will radiate magic, but the illusionist will radiate magic only to the creature whose aura has been exchanged. If *delude* is used in conjunction with a *change self* or *alter self* spell, the actual class of the illusionist will be totally hidden, and he or she will absolutely appear to be whatever class he or she has chosen to appear as, for a saving throw (versus spell) applies only to the aura transfer.

Dispel Illusion (Abjuration)

Level: 3
 Range: 1"/level
 Duration: Permanent
 Area of Effect: Special

Components: V, S
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: By means of this spell, the spell caster can dispel any *phantasmal* force — with or without *audible glamor* — cast by a non-illusionist; and the spell has the same chance of dispelling any illusion/phantasm spells of another illusionist as a *dispel magic* spell (q.v.) does, i.e. 50% base chance adjusted by 2% downward, or 5% upward, for each level of experience lesser/greater of the illusionist casting the *dispel illusion* compared to the illusionist casting the spell to be dispelled.

Fear (Illusion/Phantasm)

Level: 3
 Range: 0
 Duration: Special
 Area of Effect: 6" long cone, 3" diameter at end, 1/2" at base

Components: V, S
 Casting Time: 3 segments
 Saving Throw: Neg.

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user spell, *fear* (q.v.).

Explanation/Description: When a *fear* spell is cast, the magic-user sends forth an invisible ray which causes creatures within its area of effect to turn away from the spell caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 hit die), and each level (or hit die) above this reduces the probability by 5%, i.e. at 10th level there is only a 15% chance, and at 13th level 0% chance. Creatures affected by *fear* flee at their fastest rate for the number of melee rounds equal to the level of experience of the spell caster. The panic takes effect on the melee round following the spell casting, but dropping of items in hand will take place immediately. Of course, creatures which make their saving throws versus the spell are not affected. The material component of this spell is either the heart of a hen or a white feather.

Hallucinatory Terrain (Illusion/Phantasm)

Level: 3
 Range: 2" + 2"/level
 Duration: Special
 Area of Effect: 4" X 4" square area + 1" X 1" square area/level

Components: V, S, M
 Casting Time: 5 rounds
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user *hallucinatory terrain* spell (q.v.).

Explanation/Description: By means of this spell the magic-user causes an illusion which hides the actual terrain within the area of the spell's effect. Thus, open fields or a road can be made to look as if a swamp or hill or crevasse or some other difficult or impassable terrain existed there. Also, a pond can be made to appear as a grassy meadow, a precipice look as if it were a gentle slope, or a rock-strewn gully made to look as if it were a wide and smooth road. The *hallucinatory terrain* persists until a *dispel magic* spell is cast upon the area or until it is contacted by an intelligent creature. Each level of experience of the magic-user enables him or her to affect a larger area. At 10th level, a magic-user can affect an area up to 10" X 10" square, while at 12th level the spell caster affects a 12" X 12" square area. The material components of this spell are a stone, a twig, and a bit of green plant — leaf or grass blade.

Illusionary Script (Illusion/Phantasm)

Level: 3
 Range: Special
 Duration: Permanent
 Area of Effect: Creature reading the script

Components: V, S, M
 Casting Time: Special
 Saving Throw: None

Explanation/Description: This spell enables the illusionist to write instructions or other information on parchment, paper, skin, etc. The *illusionary script* appears to be some form of foreign or magical writing. Only the person (or class of persons or whatever) whom the illusionist desires to read the writing will be able to do so, although another illusionist will recognize it for *illusionary script*. Others attempting to read it will become confused as from a *confusion* spell (q.v.) for 5 to 20 turns, minus 1 turn for each level of experience he or she has attained. The material component of the spell is a lead-based ink which requires special manufacture by an alchemist.

Invisibility, 10' Radius (Illusion/Phantasm)

Level: 3
 Range: Touch
 Duration: Special
 Area of Effect: 10' radius of creature touched

Components: V, S
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *invisibility, 10' radius* (q.v.). See also the second level magic-user spell, *invisibility*.

Explanation/Description: This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former *invisibility*. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so. Note that all *highly intelligent* creatures with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice/levels have a chance to automatically detect invisible objects. The material components of the *invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Non-detection (Abjuration)

Level: 3
Range: 0
Duration: 1 turn/level
Area of Effect: 5' radius of spell caster

Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By casting this spell, the illusionist makes himself or herself invisible to divination spells such as *clairaudience*, *clairvoyance*, "detects", and ESP. It also prevents location by such magic items as crystal balls and ESP medallions. The material component of the spell is a pinch of diamond dust.

Paralyzation (Illusion/Phantasm)

Level: 3
Range: 1"/level
Duration: Special
Area of Effect: 2" X 2" area

Components: V,S
Casting Time: 3 segments
Saving Throw: Neg.

Explanation/Description: The *paralyzation* spell enables the spell caster to create illusory muscle slowdown in creatures whose combined hit dice do not exceed twice the total level of experience of the illusionist. If the recipient creatures fail their saving throws, they become paralyzed, and a *dispel illusion* or *dispel magic* spell must be used to remove the effect, or the illusionist may dispel it at any time he or she desires.

Phantom Steed (Conjuration/Phantasm)

Level: 3
Range: Touch
Duration: 6 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast the illusionist creates a quasi-real, horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All *phantom steeds* have black heads and bodies with gray manes and tails, and smoke-colored, insubstantial hooves which make no sound. Their eyes are milky-colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the *dweomer* is dispelled and the *phantom steed* disappears. A *phantom steed* moves at a maximum rate of 4" per level of the spell caster. It has what seems to be a saddle and a bit and bridle, but it can not carry saddlebags and the like — only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

8th level: Ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to perform as if it were a pegasus.

Phantom Wind (Alteration/Phantasm)

Level: 3
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1" broad path

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is employed, the illusionist creates a wind which cannot be seen or felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog*, a *fog cloud*, a *cloudkill* cloud, etc.). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 1" per round, with the effects lasting the entire course of the path. Thus, the spell could, for example, be employed to move several sailed vessels, but the first affected by the wind would also be the one to move the farthest.

Rope Trick (Alteration)

Level: 3
Range: Touch
Duration: 2 turns/level
Area of Effect: Special

Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is the same as the second level magic-user spell, *rope trick* (q.v.).

Explanation/Description: When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extra-dimensional space if six persons have climbed it, but otherwise it can be pulled up. Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the *rope trick* spell allows climbers to reach a normal place if they do not climb all the way to the rope's upper end, which is in an extra-dimensional space. The material components of this spell are powdered corn extract and a twisted loop of parchment.

Spectral Force (Illusion/Phantasm)

Level: 3
Range: 6" + 1"/level
Duration: Special
Area of Effect: 4 square" + 1 square/level

Components: V,S,M
Casting Time: 3 segments
Saving Throw: Special

Explanation/Description: The *spectral force* spell creates an illusion in which sound, smell and thermal illusions are included. It is otherwise similar to the second level *improved phantasmal force* spell (q.v.). The spell will last for 3 rounds after concentration.

Suggestion (Enchantment/Charm)

Level: 3
Range: 3"
Duration: 4 turns + 4 turns/level
Area of Effect: One creature

Components: V,M
Casting Time: 3 segments
Saving Throw: Neg.

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *suggestion* (q.v.).

Explanation/Description: When this spell is cast by the magic-user, he or she influences the actions of the chosen recipient by utterance of a few words — phrases, or a sentence or two — suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the magic-user's suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the magic-user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Wraithform (Alteration/Illusion)

Level: 3
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: The illusionist
 Components: S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist and all of his or her gear become insubstantial. The caster can be hit only by magic weapons of +1 or better, or by creatures otherwise able to affect those struck only by magic weapons. Undead of most sorts will ignore an individual in *wraithform*, believing him or her to be a wraith or spectre, though a lich or "special" undead may save versus spell at -4 to recognize the dweomer. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears or holds in his or her hands, as long as the spell persists. No form of attack is possible when in *wraithform*, except against creatures which exist on the Ethereal Plane, where all attacks (both ways) are normal. *Dispel illusion* and *dispel magic* are the only ways to force an illusionist in *wraithform* back to normal form. The spell caster can return to normal form at will, but this ends the spell effect. The material components for this spell are a bit of gauze and a wisp of smoke.

Fourth Level Spells:**Confusion** (Enchantment/Charm)

Level: 4
 Range: 8"
 Duration: 1 round/level
 Area of Effect: Up to 4" X 4"
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user confusion spell (q.v.). See also the seventh level druid confusion spell.

Explanation/Description: Except as noted above, this spell is identical to the seventh level druid spell, *confusion* (q.v.). However, it affects a basic 2-16 creatures. Its material component is a set of three nut shells.

Explanation/Description: This spell causes confusion in one or more creatures within spell range. Confused creatures will react as follows:

Die Roll	Action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61-80	Attack nearest creature for 1 round
81-00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each level of experience of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined by subtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the level of the druid who cast the spell of *confusion*. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

Dispel Exhaustion (Illusion/Phantasm)

Level: 4
 Range: Touch
 Duration: 3 turns/level
 Area of Effect: 1 to 4 persons
 Components: V, S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: By means of this spell, the illusionist is able to restore 50% of lost hit points to all persons (humans, demi-humans and humanoids) he or she touches during the round it is cast, subject to a maximum of four persons. The spell gives the illusion to the person touched that he or she is fresh and well. Stamina is renewed, but when the spell duration expires, the recipient drops back to their actual hit point strength. The spell will allow recipients to move at double speed for 1 round every turn (cf. *haste* spell).

Dispel Magic (Abjuration)

Level: 4
 Range: 9"
 Duration: Permanent
 Area of Effect: 3" cube
 Components: V, S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: This spell is essentially identical to the 3rd-level clerical spell of the same name. An illusionist casts the spell as if he or she were two levels below actual, i.e. a 9th-level illusionist casts a *dispel magic* as if he or she were of 7th level.

Explanation/Description: When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A *dispel magic* will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12th level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a *dispel magic* spell is 50%. For every level of experience of the character casting the *dispel magic* above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. It is automatic in negating the spell caster's own magic.

Emotion (Enchantment/Charm)

Level: 4
 Range: 1"/level
 Duration: Special
 Area of Effect: 4" X 4" area
 Components: V, S
 Casting Time: 4 segments
 Saving Throw: Neg.

Explanation/Description: When this spell is cast, the illusionist can project his or her choice of 1 of the following 4 emotions:

1. **Fear:** This is the same as the spell of the same name, but as it is not illusionary, the saving throw is made at -2. It counters/is countered by rage.
2. **Hate:** The effect of hate is to raise morale, saving throw dice, "to hit" dice, and damage done by +2. It counters/is countered by hopelessness.
3. **Hopelessness:** This has the same effect as the hopelessness symbol. It counters/is countered by hate.
4. **Rage:** The rage emotion causes the recipient to become berserk, attack at a +1 on the "to hit" dice, do +3 hit points of damage, and gives a temporary +5 hit points to the enraged creature. The recipient will fight without shield, and regardless of life as well. It counters/is countered by fear.

The spell lasts as long as the illusionist continues to concentrate on projecting the chosen emotion.

Improved Invisibility (Illusion/Phantasm)

Level: 4
 Range: Touch
 Duration: 4 rounds + 1 round/level
 Area of Effect: Creature touched
 Components: V, S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: This spell is similar to *invisibility*, but the recipient is able to attack, either by missile discharge, melee combat, or spell casting and remain unseen. Note, however, that there are sometimes telltale traces, a shimmering, so that an observant opponent can attack the invisible spell recipient. Such attacks are at -4 on the "to hit" dice, and all saving throws are made at +4.

Massmorph (Illusion/Phantasm)

Level: 4
 Range: 1"/level
 Duration: Special
 Area of Effect: 1" X 1" square/level

Components: V,S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user spell, *massmorph* (q.v.).



Explanation/Description: When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of experience of the magic-user can be made to appear as normal trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these *massmorphed* creatures can be passed through — and even touched — by other creatures without revealing the illusion. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen. Creatures *massmorphed* must be within the spell's area of effect. Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a *dispel magic* is cast upon the creatures. The material component of this spell is a handful of bark chips.

Minor Creation (Alteration)

Level: 4
 Range: Touch
 Duration: 6 turns/level
 Area of Effect: Special

Components: V,S,M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: This spell enables the illusionist to create an item of non-living, vegetable nature, i.e. soft goods, rope, wood, etc. The item created cannot exceed 1 cubic foot per level of the spell caster in volume. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**, *Djinni*.) Note the limits of the spell's duration. The spell caster must have at least a tiny piece of matter of the same type of item he or she plans to create by means of the *minor creation* spell, i.e. a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

Phantasmal Killer (Illusion/Phantasm)

Level: 4
 Range: 1/2"/level
 Duration: 1 round/level
 Area of Effect: One creature

Components: V,S
 Casting Time: 4 segments
 Saving Throw: Special

Explanation/Description: When this spell is cast, the illusionist creates the illusion of the most fearsome thing imagined, simply by forming the fears of the subject creature's subconscious mind into something which its conscious mind can visualize — the most horrible beast. Only the spell caster and the spell recipient can see the *phantasmal killer*, but if it succeeds in scoring a hit, the victim dies (from fright). The beast attacks as a 4 hit dice monster with respect to its victim. It is invulnerable to all attacks, and it can pass through any barriers, for it exists only in the beholder's mind. The only defense against a *phantasmal killer* is an attempt to disbelieve, which can be tried but once, or slaying or rendering unconscious the illusionist who cast the spell. Note that the saving throw against this spell is not standard. The subject must roll three six-sided dice (3d6) and score a sum equal to or less than its intelligence ability score in

Condition	Modifier*
Complete surprise	+2
Surprise	+1
Subject previously attacked by this spell	-1 per previous attack
Subject is an illusionist	-2
Subject is wearing a <i>helm of telepathy</i>	-3 plus the ability to turn the <i>phantasmal killer</i> upon its creator if disbelieved

*Note that magic resistance and wisdom factors also apply, magic resistance being checked first to determine spell operation (or -1 to -5 on dice if spell resistance is as that of a dwarf, gnome, etc.), and then wisdom bonus applies as a minus to the dice roll to match or score less than intelligence.

If the subject of the attack by a *phantasmal killer* succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon the illusionist, and then he or she must disbelieve it or be subject to its attack and possible effects.

Rainbow Pattern (Alteration/Phantasm)

Level: 4
 Range: 1"
 Duration: Special
 Area of Effect: 3" x 3" square area

Components: S, M
 Casting Time: 4 segments
 Saving Throw: Neg.

Explanation/Description: By means of this spell the illusionist creates a pastel, glowing, rainbow-hued band of interplaying patterns. The effect is the same as a *hypnotic pattern* spell. However, once the *rainbow pattern* is cast, the illusionist need only gesture in the direction he or she desires, and the pattern of colors will move slowly off in that direction, at the rate of 3" per round. It will persist without further attention from the spell caster for 1-3 rounds, and all creatures (up to 24 levels or hit dice) subject to the *dweomer* will follow the moving rainbow of light. If the pattern leads its targets into a dangerous area (through flame, off a cliff), allow a second saving throw. If the view of the lights is completely blocked (by an *obscuriment* spell, for instance), the spell is negated. The material components for the spell are a crystal prism and a piece of phosphor.

Shadow Monsters (Illusion/Phantasm)

Level: 4
 Range: 3"
 Duration: 1 round/level
 Area of Effect: 2" X 2"

Components: V,S
 Casting time: 4 segments
 Saving Throw: Special

Explanation/Description: The *shadow monsters* spell enables the illusionist to create semi-real phantasms of one or more monsters. The total hit dice of the shadow monster or monsters thus created cannot exceed the level of experience of the illusionist; thus a 10th level illusionist can create one creature which has 10 hit dice (in normal circumstances), two which have 5 hit dice (normally), etc. All shadow monsters created by one spell must be of the same sort, i.e. hobgoblins, orcs, spectres, etc. They have 20% of the hit points they would normally have. To determine this, roll the appropriate hit dice and multiply by .20, any score less than .4 is dropped — in the case of monsters with one (or fewer) hit dice, this indicates the monster was not successfully created — and scores of .4 or greater are rounded up to one hit point. If the creature or creatures viewing the shadow monsters fail their saving throw and believe the illusion, the shadow monsters perform as normal with respect to armor class and attack forms. If the viewer or viewers make their saving throws, the shadow monsters are armor class 10 and do only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points. Example: A shadow monster dragonne attacks a person knowing it is only quasi-real. The monster strikes with 2 claw attacks and 1 bite, hitting as a 9 die monster. All 3 attacks hit, and the normal damage dice are rolled: d8 scored 5, d8 scores 8, 3d6 scores 11 and each total is multiplied by .2 (2 X 5 = 1, 2 X 8 = 1.6 = 2, 2 X 11 = 2.2 = 2) and 5 hit points of real damage are scored upon the victim.

Solid Fog (Alteration)

Level: 4 Components: V, S, M
 Range: 3" Casting Time: 4 segments
 Duration: 2-8 rounds + 1/level Saving Throw: None
 Area of Effect: 2 cubic " per level of caster

Explanation/Description: When this spell is cast, the illusionist creates an area of fog similar to the effect of a *wall of fog* spell. However, while these rolling, billowing vapors conform to a *wall of fog* in most respects, only a very strong wind can move them, and any creature attempting to move through the *solid fog* will progress at a rate of but 1' per 1" of normal movement rate per round. A *gust of wind* spell cannot affect it. A *fireball*, *flame strike*, or a *wall of fire* will burn it away in a single round. The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Vacancy (Alteration/Phantasm)

Level: 4 Components: V, S, M
 Range: 1"/level Casting Time: 4 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: 1" radius per level of caster

Explanation/Description: When a *vacancy* spell is cast, the illusionist causes an area to appear to be vacant, neglected, and unused. Those who behold the area will see dust on the floor, cobwebs, dirt, or any other condition which would be typical of a long-abandoned place. If they pass through the area of spell effect, they will seemingly leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place will seem empty of what it actually contains. Merely brushing some invisible object will not cause the *vacancy* spell to be disturbed, and only forceful contact will allow any chance to note that all is not as it seems. The spell is a very powerful combination of advanced invisibility/illusion, but it can cloak only non-living things. Living things will not be invisible, but their presence does not otherwise disturb the spell. If forceful contact with a cloaked object occurs, those creatures subject to the *dweomer* will be able to penetrate the spell only if they discover several items which they cannot "see"; each is then entitled a saving throw versus spell. Failure indicates a belief that the objects only are invisible. A *dispel illusion* or *dispel magic* spell will remove the *dweomer*, so that the actual area can be viewed as it is in reality. *True seeing*, a *gem of seeing*, and similar effects can penetrate the deception, but *detect invisibility* cannot. The illusionist must have a square of finest black silk to effect this spell. This material component must be of not less than 100 gp value.

Fifth Level Spells:**Advanced Illusion (Illusion/Phantasm)**

Level: 5 Components: V, S, M
 Range: 6" + 1"/level Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: Special
 Area of Effect: 4 square " + 1 square " per level

Explanation/Description: This spell is essentially a *spectral forces* spell which operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the illusionist to concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full aural, olfactory, and thermal components. If any viewer actively attempts to disbelieve the *dweomer*, then he or she gains a saving throw versus spell. If any viewer successfully disbelieves and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus spell with a +4 bonus. The material components are a bit of fleece and several grains of sand.

Chaos (Enchantment/Charm)

Level: 5 Components: V, S, M
 Range: 1/2"/level Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: Special
 Area of Effect: up to 4" X 4"

Explanation/Description: This spell is similar to the seventh level druid *confusion* spell (q.v.), but all creatures in the area of effect are confused for the duration of the spell. Only fighters other than paladins or rangers and illusionists are able to combat the spell effects and are thus allowed a saving throw. Similarly, monsters which do not employ magic and have intelligences of 4 (semi-intelligent) or less are entitled to saving throws.

The material component for this spell is a small disc of bronze and a small rod of iron.

Explanation/Description: This spell causes confusion in one or more creatures within spell range. Confused creatures will react as follows:

Die Roll	Action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61-80	Attack nearest creature for 1 round
81-00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each level of experience of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined by subtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the level of the druid who cast the spell of confusion. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

Demi-Shadow Monsters (Illusion/Phantasm)

Level: 5 Components: V, S
 Range: 3" Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: Special
 Area of Effect: 2" X 2"

Explanation/Description: This spell is similar to the fourth level spell, *shadow monsters*, except that the monsters created are of 40% hit points. Damage potential is 40% of normal, and they are armor class 8.

Dream (Alteration - Illusion/Phantasm)

Level: 5 Components: Special
 Range: Special Casting Time: 1 day
 Duration: Special Saving Throw: Neg.
 Area of Effect: Special

Explanation/Description: A *dream* spell is a form of *limited wish*, but it has far more limited scope. The illusionist must actually find a comfortable place to rest, lie prone, compose his or her thoughts so as to concentrate upon the desired result, and then go to sleep. If he or she has an undisturbed sleep of not less than 8 hours duration, the *dream* magic will be effectuated 1 to 12 hours thereafter. Typical things which can be brought about by a *dream* are:

- Recovery of an individual's lost hit points
- Restoration of a body member such as a hand or foot
- Success in locating some object not heavily guarded by magic wards and protections
- Discovery of a means of ingress or egress
- Location of a safe path through a wilderness
- Improvement of chances for gaining a rich treasure

Approximate strength of enemy/opponent forces. Note: If a creature scryed by this effect has 7+ or more hit dice, it may make a saving throw versus spell. If successful, it will be undetected by the *dream*, and might furthermore sense the illusionist as if *detecting invisible*.

It must be noted that a *dream* is not an ultra-powerful spell, and the results of its casting must be strictly limited. The guide given above denotes the maximum capability of the casting of a *dream* spell. Results will never exceed these parameters on a permanent basis. If, for example, a dead companion, slain in a recent battle, were dreamed alive, he or she would remain living for but 1 turn per level of experience of the illusionist casting the spell. Thereafter, the dweomer would disappear, the companion would return to his or her previous state, and a more permanent form of magic would be needed to allow the lost individual to actually live fully again.

A *dream* cannot be affected by an *extension* or *permanency* spell. The illusionist can use this spell but once per week. If it is cast twice within the same week, the spell will absolutely fail the second time and the illusionist will age from 1-10 years.

Magic Mirror (Enchantment - Divination)

Level: 5
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*
Components: V, S, M
Casting Time: 1 hour
Saving Throw: *None*

Explanation/Description: This spell is virtually the same as the 4th-level magic-user spell of the same name. It uses the same material components, except that if the illusionist casts a *vision* spell in place of the normal material components, the mirror will scry properly, although the *vision* spell will not function normally.

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found on p. 141 of the DMG under the description for the *crystal ball*. The mirror used must be of finely wrought and highly polished silver of a minimum cost of 1,000 gp. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc (cf. 5th-level cleric spell *magic font* and 2nd-level druid spell *reflecting pool*). The following spells can be cast through a *magic mirror*: *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision*. The following spells have a 5% chance per level of the caster of operating correctly if cast through the *magic mirror*: *detect magic*, *detect good/evil*, *message*, and *detect illusion*. There is a chance of the target realizing he or she is being watched. The base chance for a target to detect any *crystal ball*-like spell is listed in the *crystal ball* item description, with the following additions: A cavalier has a base 5% chance of detecting scrying and a barbarian has a base 1% chance.

Major Creation (Alteration)

Level: 5
Range: 1"
Duration: 6 turns/level
Area of Effect: *Special*
Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: This spell is comparable to a *minor creation* spell (q.v.) except that it allows the illusionist to create mineral objects. If vegetable objects are created, they have a duration of 12 turns per level of experience of the spell caster.

Maze (Conjuration/Summoning)

Level: 5
Range: 1/2"/level
Duration: *Special*
Area of Effect: One Creature
Components: V, S
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: This spell, except as noted above, is the same as the eighth level magic-user maze spell (q.v.).

Explanation/Description: An extra-dimensional space is brought into being upon utterance of a maze spell. The recipient will wander in the shifting labyrinth of force planes for a period of time which is totally dependent upon its intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature

under 3
3 to 5
6 to 8
9 to 11
12 to 14
15 to 17
18 and up

Time Trapped in Maze

2 to 8 turns
1 to 4 turns
5 to 20 rounds
4 to 16 rounds
3 to 12 rounds
2 to 8 rounds
1 to 4 rounds

Projected Image (Alteration, Illusion/Phantasm)

Level: 5
Range: 1/4"/level
Area of Effect: *Special*
Components: V, S, M
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: Except as shown above, this spell is the same as the sixth level magic-user spell *project image* (q.v.).

Explanation/Description: By means of this spell, the magic-user creates a non-material duplicate of himself or herself, projecting it to any spot within spell range which is desired. This image performs actions identical to the magic-user — walking, speaking, spell-casting — as the magic-user determines. A special channel exists between the image of the magic-user and the actual magic-user, so spells cast actually originate from the image. The image can be dispelled only by means of a *dispel magic* spell (or upon command from the spell caster), and attacks do not affect it. The image must be within view of the magic-user projecting it at all times, and if his or her sight is obstructed, the spell is broken. The material component of this spell is a small replica (doll) of the magic-user.

Shadow Door (Illusion/Phantasm)

Level: 5
Range: 1"
Duration: 1 round/level
Area of Effect: *Special*
Components: S
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: By means of this spell, the illusionist creates the illusion of a door. The illusion also permits the illusionist to appear to step through this "door" and disappear, when in reality he or she has darted aside, and can then flee totally invisible for the spell duration. Creatures viewing this are deluded into seeing/entering an empty 10' X 10' room if they open the "door". Only a true seeing spell, a gem of seeing, or similar magical means will discover the illusionist.

Shadow Magic (Illusion/Phantasm)

Level: 5
Range: 5" + 1"/level
Duration: *Special*
Area of Effect: *Special*
Components: V, S
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: The shadow magic spell allows the illusionist to cast a quasi-real magic-user spell. This spell can be *magic missile*, *fireball*, *lightning bolt*, or *cone of cold* and will have normal effects upon creatures in the area of effect if they fail to make their saving throws. If saving throws are made, the shadow magic spell will inflict but 1 hit point of damage per level of experience of the illusionist casting it, regardless of which quasi-real spell was cast.

Summon Shadow (Conjuration/Summoning)

Level: 5
Range: 1"
Duration: 1 round + 1 round/level
Area of Effect: 1" X 1"
Components: V, S, M
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: When this spell is cast, the illusionist conjures up 1 shadow (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) for every three levels of experience he or she has attained. These monsters are under the control of the spell caster and will attack his or her enemies on command. The shadows will remain until slain or turned or the spell duration expires. The material component for this spell is a bit of smoky quartz.

ILLUSIONIST SPELLS, 6TH LEVEL

Tempus Fugit (Illusion/Phantasm) Reversible

Level: 5
Range: 0
Duration: 5 turns/level
Area of Effect: 1" radius

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This powerful illusion affects the minds and bodies of all those within the area of effect. The spell causes those affected to perceive the passage of time in a much faster manner. Those entering this area after the casting is completed are similarly affected. Every turn (10 minutes) spent under the *tempus fugit* spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. The duration of other spells cast within the *tempus fugit* area is also sped up accordingly. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost.

If desired, the spell caster can reverse the spell so that time is slowed for the individuals: An hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed.

Sixth Level Spells:

Conjure Animals (Conjuration/Summoning)

Level: 6
Range: 3"
Duration: 1 round/level
Area of Effect: Special

Components: V, S
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: Except as shown above, this spell is the same as the sixth level cleric spell, *conjure animals* (q.v.).

Explanation/Description: The *conjure animals* spell enables the cleric to summon a mammal, or several of them, to his locale in order that the creature(s) can attack the cleric's opponents. The conjured animal(s) remain in the cleric's locale for 2 melee rounds for each level of experience of the cleric conjuring it (them), or until slain. The spell caster can, by means of his incantation, call up one or more mammals with hit dice whose total does not exceed his or her level. Thus, a cleric of 12th level could conjure one mammal with 12 hit dice, two with 6 hit dice each, three with 4 hit dice each, 4 with 3 hit dice each, six with 2 hit dice each, or 12 with 1 hit die each. For every +1 (hit point) of a creature's hit dice, count 1/4 of a hit die, i.e. a creature with 4 +3 hit dice equals a 4 3/4 hit dice creature. The creature(s) summoned by the spell will unfailingly attack the opponent(s) of the cleric by whom the spell was cast.

Death Fog (Alteration - Evocation)

Level: 6
Range: 3"
Duration: 1-4 rounds + 1/level
Area of Effect: 2 cubic" per level of caster

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: The casting of a *death fog* spell creates an area of *solid fog* which has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die — grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a *death fog*:

- 1st round: 1 point
- 2nd round: 2 points
- 3rd round: 4 points
- 4th & each succeeding round: 8 points

The characteristics of a *death fog* are otherwise the same as a *solid fog*. The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals).

Demi-Shadow Magic (Illusion/Phantasm)

Level: 6
Range: 6" + 1"/level
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: This spell is similar to the fifth level shadow magic spell (q.v.), but in addition to the quasi-real spells listed thereunder it enables the illusionist to cast a quasi-real wall of fire, wall of ice, or cloudkill. If recognized as *demi-shadow magic* (the victim makes its saving throw), the magic missile, fireball, et al. do 2 hit points of damage per level of experience of the spell caster, the wall spells cause 1-4 hit points of damage per level, and the cloudkill will slay only creatures with fewer than 2 hit dice.

Mass Suggestion (Enchantment/Charm)

Level: 6
Range: 3"
Duration: 4 turns + 4 turns/level
Area of Effect: One creature/level

Components: V, M
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: This spell is the same as the third level suggestion spell, except that the illusionist is able to cast the spell upon more than one subject, provided the prospective recipients of the suggestion are within the 3" range. One creature per level of experience the spell caster has attained can be affected. If only one creature is the subject, its saving throw is at -2. The suggestion must be the same for all hearing it.

Mirage Arcane (Illusion/Phantasm - Alteration)

Level: 6
Range: 1"/level
Duration: Special
Area of Effect: 1" per level radius

Components: V, S (M optional)
Casting Time: 3 or 6 segments
Saving Throw: None

Explanation/Description: The dweomer of this spell is similar to that of the *vacancy* spell, only it is more powerful and elaborate. *Mirage arcane* is also similar to the *mirage* cantrip. The spell enables the caster to make an area appear to be something other than it is. The illusionist is able to make it appear as whatever he or she envisions. The spell will remain as long as the caster maintains a faint concentration upon it, and even after this is no longer held the spell will persist for a total of 6 turns plus 1 additional turn for each experience level of the caster. (Note: Faint concentration can be maintained during normal conversation but not while spell casting, in melee, or if harmed by an attack.) In all cases the *mirage arcane* must be of some place the illusionist has actually seen personally. If he or she actually has a small bit of anything connected with the place envisioned to create this spell, then it takes on a form of reality. In its basic form, where casting time is but 3 segments, forceful contact and tactile discovery are necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, and 6 segments of casting time are expended, detection is possible only by some magical means, whether device, item, or spell. Either form of *mirage arcane* is subject to *dispel illusion* or *dispel magic*. As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body. Conversely, belief cannot usually affect the laws of nature and magic. However, under the influence of this spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water which was cooling his feet (and taking no damage), dine upon imaginary food and actually be nutritionally satisfied, or rest comfortably upon a bed of sharp stones, thinking it to be a featherbed. Gravity, for instance, is not affected by the dweomer, so that an envisioned bridge spanning a deep chasm will *not* support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual. They will in no way connect it with an illusion unless they are otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

Level: 6
Range: 1"
Duration: 1 round/level
Area of Effect: *Special*

Components: S
Casting Time: 1 segment
Saving Throw: *None*

Explanation/Description: When a *mislead* spell is cast by the illusionist, he or she actually creates a phantasmal double at the same time that he or she is cloaked by *improved invisibility* magic. The illusionist is then free to go elsewhere while his or her phantasm seemingly moves away. The spell allows the phantasm of the illusionist to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *detect illusion*, *true seeing* or *true sight* spell, or a *gem of seeing*, will reveal the illusion for what it is, and a *detect invisibility*, *true sight*, or *true seeing* spell, or a *gem of seeing* or *robe of eyes*, can detect the invisible illusionist (cf. *shadow door*).

Permanent Illusion (Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: *Permanent*
Area of Effect: 4 square" + 1 square/level

Components: V,S,M
Casting Time: 6 segments
Saving Throw: *Special*

Explanation/Description: This spell creates a lasting *spectral force* (q.v.) which requires no concentration. It is subject to *dispel magic*, of course.

Phantasmagoria (Illusion/Phantasm)

Level: 6
Range: 6"
Duration: 1 round/level
Area of Effect: 4 square" + 1 square" per level of caster

Components: V, S
Casting Time: 6 segments
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, the illusionist prepares a special form of *spectral forces* spell which is triggered by some special action. The *phantasmagoria* typically includes a full visual, audial, olfactory, and touch illusion which involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe that they are so doing or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, the *phantasmagoria* spell must always involve the illusion of something falling or rushing, or a dwindling perspective.

Programmed Illusion (Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: *Special*
Area of Effect: 4 square" + 1 square/level

Components: V,S,M
Casting Time: 6 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the illusionist sets up a *spectral forces* spell (q.v.) which will activate upon command or when a specified condition occurs (cf. *magic mouth*). The illusion will last for a maximum of 1 round per level of the spell caster.

Shades (Illusion/Phantasm)

Level: 6
Range: 3"
Duration: 1 round/level
Area of Effect: 2" X 2"

Components: V,S
Casting Time: 6 segments
Saving Throw: *Special*

Explanation/Description: This spell is related to *shadow monsters* and *demi-shadow monsters* (qq.v.), but the monsters created are of 60% hit points and damage potential and are of armor class 6.

True Sight (Divination)

Level: 6
Range: *Touch*
Duration: 1 round/level
Area of Effect: 6" light range

Components: V,S
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This spell is very like the fifth level cleric spell, *true seeing* (q.v.). However, while the *true sight* spell allows the illusionist to see its actual or former form, it does not allow determination of alignment.

Explanation/Description: When the cleric employs this spell, all things within the area of the *true seeing* effect appear as they actually are. Secret doors become plain. The exact location of displaced things is obvious. Invisible things and those which are astral or ethereal become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent. Even the aura projected by creatures becomes visible, so that the cleric is able to know whether they are good or evil or between. The spell requires an ointment for the eyes. The ointment is made from very rare mushroom powder, saffron, and fat. The reverse of the spell, *false seeing*, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence. For both spells, the ointment must be aged for 1-6 months.

Veil (Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 2" X 2"/level

Components: V,S
Casting Time: 3 segments
Saving Throw: *None*

Explanation/Description: The *veil* spell enables the illusionist to instantly change the appearance of his or her surroundings and/or party or create *hallucinatory terrain* (q.v.) so as to fool even the most clever creatures unless they have *true seeing/sight*, a *gem of seeing*, or similar magical aid. The *veil* can make a sumptuous room seem a filthy den and even touch will conform to the visual illusion. If *hallucinatory terrain* is created, touch will not cause it to vanish.

Seventh Level Spells:**Alter Reality** (Illusion/Phantasm, Conjuraction/Summoning)

Level: 7
Range: *Unlimited*
Duration: *Special*
Area of Effect: *Special*

Components: *Special*
Casting Time: *Special*
Saving Throw: *Special*

Explanation/Description: The *alter reality* spell is similar to the seventh level magic-user *limited wish* spell (q.v.). In order to effect the magic fully, the illusionist must depict the enactment of the alteration of reality through the casting of a *phantasmal force*, as well as verbalization in a limited form, before the spell goes into action.

Explanation/Description: A *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spell caster. Thus, the actuality of the past, present or future might be altered (but possibly only for the magic-user unless the wording of the *limited wish* is most carefully stated) in some limited manner. The use of a *limited wish* will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the magic-user. It can reduce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favorably disposed to the spell caster, and so on (cf. *wish*). The *limited wish* can possibly give a minor clue to some treasure or magic item. Greedy desires will usually end in disaster for the wisher. Casting time is the actual number of seconds — at six per segment — to phrase the *limited wish*.

ILLUSIONIST SPELLS, 7TH LEVEL

Astral Spell (Alteration)

Level: 7
Range: Touch
Duration: Special
Area of Effect: Special

Components: V,S
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: This spell is the same as the seventh level cleric spell, *astral spell* (q.v.).

Explanation/Description: By means of the *astral spell* a cleric is able to project his or her astral body into the *Astral Plane*, leaving his or her physical body and material possessions behind on the *Prime Material Plane*, (the plane on which the entire universe and all of its parallels have existence). Only certain magic items which have multi-planed existence can be brought into the *Astral Plane*. As the *Astral Plane* touches upon all of the first levels of the *Outer Planes*, the cleric can travel astrally to any of these *Outer Planes* as he or she wills. The cleric then leaves the *Astral Plane*, forming a body on the plane of existence he or she has chosen to enter. It is also possible to travel astrally anywhere in the *Prime Material Plane* by means of the *astral spell*, but a second body cannot be formed on the *Prime Material Plane*. As a general rule, a person astrally projected can be seen only by creatures on the *Astral Plane*. At all times the astral body is connected to the material by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can normally cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body, and the cord simply returns to the latter where it rests on the *Prime Material Plane*, reviving it from its state of suspended animation. Although astrally projected persons are able to function on the *Astral Plane*, their actions do not affect creatures not existing on the *Astral Plane*. The spell lasts until the cleric desires to end it, or until it is terminated by some outside means (*dispel magic* or destruction of the cleric's body on the *Prime Material Plane*). The cleric can take up to five other creatures with him or her by means of the *astral spell*, providing the creatures are linked in a circle with the cleric. These fellow travelers are dependent upon the cleric and can be stranded. Travel in the *Astral Plane* can be slow or fast according to the cleric's desire. The ultimate destination arrived at is subject to the conceptualization of the cleric. (See **APPENDIX IV, THE KNOWN PLANES OF EXISTENCE**, for further information on the *Astral Plane* and astral projection.)

Prismatic Spray (Abjuration, Conjunction/Summoning)

Level: 7
Range: 0
Duration: Instantaneous
Area of Effect: 7" long plane, 1½" wide at end, ½" wide at base

Components: V,S
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When this spell is cast, the illusionist causes 7 rays of the *prismatic sphere* spell (q.v.) to spring from his or her hand. Any creature in the area of effect will be touched by 1 or more of the rays. To determine which ray strikes the concerned creature, roll an eight-sided die:

- | | |
|------------|---|
| 1 = red | 5 = blue |
| 2 = orange | 6 = indigo |
| 3 = yellow | 7 = violet |
| 4 = green | 8 = struck by 2 rays, roll again twice ignoring any 8's |

Saving throws apply only with respect to those prismatic color rays which call for such.

Explanation/Description: This spell enables the magic-user to conjure up an opaque globe of shimmering, multi-colored spheres of light to surround him or her which give protection from all forms of attack. This scintillating sphere flashes all the seven colors of the visible spectrum, and each of these spheres of color has a different power and purpose. Any creature with fewer than eight hit dice will be blinded for from 2 to 8 turns by the colors of the sphere. This phenomenon is immobile and only the spell caster can pass in and out the *prismatic sphere* without harm. Note that typically the upper hemisphere of the globe will be visible, as the spell caster is at the center of the sphere, so the lower half is usually hidden by the floor surface he or she is standing upon. The colors and effects of the *prismatic sphere*, as well as what will negate each globe, are:

Color of Globe	Order of Globe	Effects of Globe	Spell Negated By
red	1st	prevents all non-magical missiles — inflicts 10 hit points of damage	cone of cold
orange	2nd	prevents all magical missiles — inflicts 20 hit points of damage	gust of wind
yellow	3rd	prevents poisons, gasses, and petrification — inflicts 40 hit points of damage	disintegrate
green	4th	prevents all breath weapons — save vs. poison or dead	passwall
blue	5th	prevents location/detection and psionics — save vs. petrification or turned to stone	magic missile
indigo	6th	prevents all magical spells — save vs. wand or insane	continual light
violet	7th	force field protection — save vs. magic or sent to another plane	dispel magic

Note that a *rod of cancellation* will destroy a *prismatic sphere*. Otherwise, anything entering the sphere will be destroyed, any creature subject to the effects of each and every globe as indicated, i.e. 70 hit points of damage plus death, petrification, insanity and/or instantaneous transportation to another plane, and only the four latter effects are subject to saving throws. The individual globes may be destroyed by appropriate magical attacks in consecutive order, the 1st globe destroyed before any others, then the 2nd, etc.

Prismatic Wall (Abjuration, Conjunction/Summoning)

Level: 7
Range: 1"
Duration: 1 turn/level
Area of Effect: Special

Components: V,S
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: The *prismatic wall* spell is similar to the *prismatic sphere* spell (q.v.). It differs only in that the spell creates a wall, or curtain, of scintillating colors. The wall is of maximum proportions of 4' wide per level of experience of the spell caster and 2' high per level of experience.

Shadow Walk (Illusion - Enchantment)

Level: 7
Range: Touch
Duration: 6 turns/level
Area of Effect: Special

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: In order to effectuate a *shadow walk* spell, the illusionist must be in an area of heavy shadows. The caster and any creatures he or she touches will then be transported to the edge of the *Prime Material Plane* where it borders the *Plane of Shadow*. In this region the illusionist can move at a relative rate of up to 7 leagues per turn, moving normally on the borders of the *Plane of Shadow* but aware of his or her position relative to the *Prime Material Plane*. Thus, rapid travel can be accomplished by stepping from the *Plane of Shadow* to the *Prime Material Plane*, with the destination controlled by the illusionist. The *shadow walk* spell can also be used to travel to other planes which border on the *Plane of Shadow*, but this requires a rather perilous transit of the *Plane of Shadow* to arrive at a border with another plane of reality. Any creatures touched by the illusionist when *shadow walk* is cast will also make the transition to the borders of the *Plane of Shadow*. They may opt to follow the illusionist, wander off into *Shadowland*, or stumble back onto the *Prime Material Plane* (50% chance for either result if they are lost or abandoned by the illusionist). Creatures unwilling to accompany the illusionist into the *Plane of Shadow* get a saving throw, negating the effect if made.

Vision (Divination)

Level: 7
 Range: 0
 Duration: *Special*
 Area of Effect: *The Illusionist*

Components: V,S,M
 Casting Time: 7 segments
 Saving Throw: None

Explanation/Description: At such time as the illusionist wishes to gain supernatural guidance, he or she casts a *vision* spell, calling upon whatever power he or she desires aid from, and asking the question for which a vision is to be given to answer. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and will cause the illusionist, by ultra-powerful geas or quest, to do some service, and no question will be answered. If the dice total 7 to 9, the power is indifferent, and some minor vision, possibly unrelated to the question, will be given. A score of 10 or better indicates the vision is granted. Note that the material component of the spell is the sacrifice of something valued by the spell caster and/or by the power supplicated. The more precious the sacrifice, the better the chance of spell success, for a very precious item will give a bonus of +1 on the dice, one that is extremely precious will add +2, and a priceless/nonesuch will add +3.

Weird (Evocation - Illusion/Phantasm)

Level: 7
 Range: 3"
 Duration: *Special*
 Area of Effect: 2" radius

Components: V, S
 Casting Time: 7 segments
 Saving Throw: *Special*

Explanation/Description: When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to save versus spell will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual

combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the *weird* caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The characters gain experience for defeating the *weird* if applicable. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it.

First Level Magic-user Spells

Level: 7
 Range: *
 Duration: *
 Area of Effect: *

Components: *
 Casting Time: *
 Saving Throw: *

*As appropriate to the spell in question

Explanation/Description: The illusionist gains four of the following first level magic-user spells at the 14th level of experience and an additional one as each additional level of experience is gained. The spells are:

Affect Normal Fires
 Burning Hands
 Charm Person
 Comprehend Languages
 Enlarge
 Erase
 Feather Fall
 Friends
 Hold Portal
 Magic Missile

Mending
 Message
 Nystul's Magic Aura
 Protection from Evil
 Read Magic
 Shield
 Shocking Grasp
 Sleep
 Tenser's Floating Disc
 Unseen Servant

The illusionist may learn any spell or spells from the preceding list. He or she must seek the spells in the same manner as a magic-user. If the illusionist chooses to take this "spell", he or she actually takes four or more first level magic-user spells as a seventh level spell.



